



RED HEGEMONY - KAH

ALL **SECTOR PATROLS**, **SCOUT UNITS** AND **VANGUARD INFILTRATORS** ENCOUNTERED WITHIN SECTORS CONTROLLED BY THE KAH GAIN AN ADDITIONAL +1  FOR THEIR EVADE STRENGTH WHILE YOU TRAVEL WITHIN THESE CONTROLLED SECTORS.




RED HEGEMONY - THE QUIETUS

JATARI ARE THE VOICE OF THE QUIETUS. PLACE ANY  CUBES DRAWN DURING A PLANET SEARCH ON THIS CARD WHILE TRAVELLING IN THE QUIETUS CONTROLLED SECTORS.

IF THREE OR MORE  CUBES ARE ON THIS CARD, EACH **GUARDFORCE** IN AN ENCOUNTER LINE GAINS A +1  TO THEIR EVADE STRENGTH.

AFTER LEAVING THE QUIETUS CONTROLLED SECTORS, PLACE ALL  CUBES BACK IN THE BAG.




RED HEGEMONY - ARVAN

ALL **PHALANX** AND **MANNOIN** WITHIN SECTORS CONTROLLED BY THE ARVAN ARE THEIR SPIES. EACH OF THESE ALLIED CARDS IN AN ENCOUNTER LINE ADDS +1 TO THEIR EVADE STRENGTH, REGARDLESS OF TYPE, FOR EACH **PHALANX** AND **MANNOIN** IN THE ENCOUNTER LINE.




GREY KENNEDY

SETUP: BEGIN THE GAME WITH
1 **RED COMBAT** DIE AND
1 **BLUE DIPLOMACY** DIE

SPECIAL ACTION: REROLL ANY 1 OWNED DIE IF ENGAGING AN **AGENT**.

 18
 15
 18



CAPTAIN LARS HALLARD

SETUP: BEGIN THE GAME WITH
1 **RED COMBAT** DIE AND
1 **GREEN SCIENCE** DIE

SPECIAL ACTION: REROLL ANY 1 OWNED DIE IF ENGAGING ANY **GUARDFORCE** WITH A PLANET ICON.

 18
 18
 15



ATOMICA 9

SETUP: BEGIN THE GAME WITH
2 **RED COMBAT** DICE

SPECIAL ACTION:
REROLL 1 **RED COMBAT** DIE IN QUIETUS SECTORS, CHOOSE BEST ROLL.

 20
 15
 15



MINA TORMELSON

SETUP: BEGIN THE GAME WITH
1 **BLUE DIPLOMACY** DIE AND
1 **GREEN SCIENCE** DIE

SPECIAL ACTION: SWAP ANY 1 OWNED DIE FOR ANY 1 UNOWNED DIE IF ENGAGING ANY **GUARDFORCE** WITH A PLANET ICON.

 15
 18
 18



OPTIMA CONDENSED

SETUP: BEGIN THE GAME WITH
2 **GREEN SCIENCE** DICE

SPECIAL ACTION:
REROLL 1 **GREEN SCIENCE** DIE IN KAH SECTORS, CHOOSE BEST ROLL.

 15
 20
 15



CAPTAIN MERCURY JONES

SETUP: BEGIN THE GAME WITH
2 **BLUE DIPLOMACY** DICE

SPECIAL ACTION:
REROLL 1 **BLUE DIPLOMACY** DIE IN ARVAN SECTORS, CHOOSE BEST ROLL.

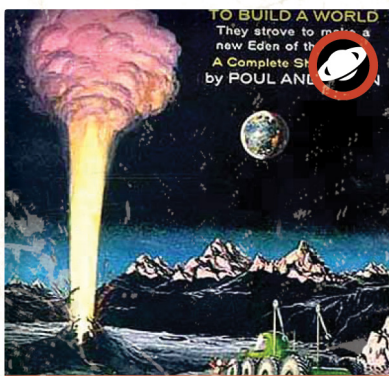
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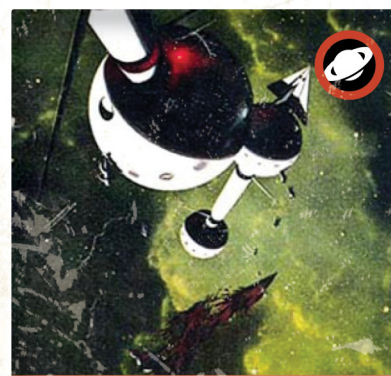
NORTHKEEP

DISCARD ALL IN YOUR HAND AND DOUBLE THE NUMBER OF PLANET ICONS SHOWN IN THE ENCOUNTER LINE (NOT COUNTING ANY ADDED THROUGH ANY PLAYER ACTIONS).



HIGH ORBIT

EACH IN YOUR HAND, DISCARDED ON THIS PLANET, WILL ALLOW YOU TO REMOVE ANY DRAWN DURING THE PLANET SEARCH FROM THE GAME WITHOUT APPLYING THE ASSOCIATED PENALTY.



TANNIS PRIME

DISCARD ONE ON THIS PLANET SEARCH AND FULLY UNDERSTAND ANY SUPER WEAPON ALREADY DISCOVERED.



LONEWATER

ANY PAIR OF AND IN YOUR HAND, DISCARDED ON THIS PLANET, WILL ALLOW YOU TO DRAW 1 EXTRA CUBE DURING YOUR SEARCH.



TARA

EACH IN YOUR HAND DISCARDED ON THIS PLANET WILL ALLOW YOU TO REDUCE A GUARDFORCE'S EVADE STRENGTH IN THE NEXT PLANET'S ENCOUNTER LINE BY 1.



MOON SIX

EACH IN YOUR HAND DISCARDED ON THIS PLANET WILL ALLOW YOU TO ADD +1 TO YOUR SCIENCE ABILITY.



JENSON'S FOLLY

EACH IN YOUR HAND DISCARDED ON THIS PLANET WILL ALLOW YOU TO DRAW ONE EXTRA CUBE DURING YOUR PLANET SEARCH.



CORTA PRIME

EACH IN YOUR HAND DISCARDED ON THIS PLANET WILL ADD, TO EACH CUBE DRAWN, A +2 TO AN ABILITY OF YOUR CHOICE (COLOR DOES NOT MATTER) INSTEAD OF A NORMAL +1. PLACE DRAWN CUBES BACK IN THE GENERAL SUPPLY.



MERIDIAN 7

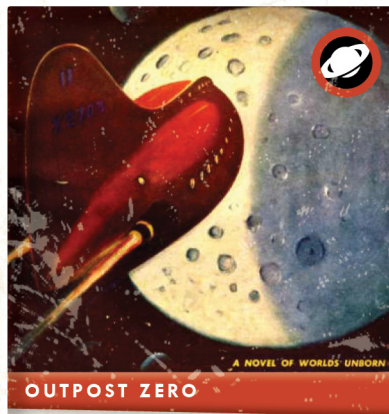
IF THERE ARE 3 OR MORE PLANET ICONS IN THE ENCOUNTER LINE (NOT COUNTING ANY ADDED THROUGH ANY PLAYER ACTIONS), YOU MAY DISCARD TWO TO TURN A DRAWN INTO A (DRAW THE DIRECTLY FROM THE BAG AND PLACE THE BACK IN THE BAG).





ARCAMIN

EACH  IN YOUR HAND, DISCARDED ON THIS PLANET, WILL ALLOW YOU TO DRAW ONE EXTRA CUBE DURING YOUR PLANET SEARCH.



OUTPOST ZERO

EACH  IN YOUR HAND, DISCARDED ON THIS PLANET SEARCH, WILL ALLOW YOU TO ADD +1 TO YOUR **COMBAT** ABILITY

OR

EACH  IN YOUR HAND, DISCARDED ON THIS PLANET SEARCH, WILL ALLOW YOU TO ADD +1 TO YOUR **DIPLOMACY** ABILITY.



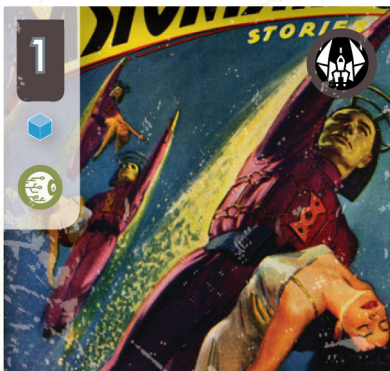
FREYE'S EDGE

0-1  DRAW 4 CUBES FROM THE BAG

2  DRAW 3 CUBES FROM THE BAG

3  DRAW 2 CUBES FROM THE BAG

4+  DRAW 1 CUBE FROM THE BAG



SCOUT UNIT

IF THERE ARE 3 OR MORE PLANET ICONS IN THE ENCOUNTER LINE, WHEN CARDS ARE FIRST DRAWN, YOU MUST EVADE THIS SCOUT UNIT TWICE. YOU MAY NOT ENGAGE.



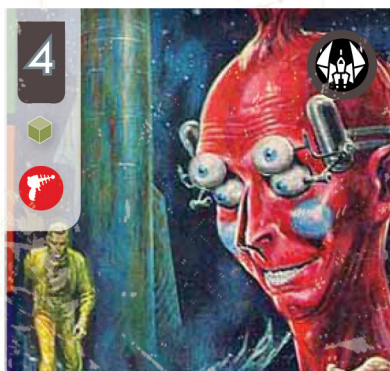
SECTOR PATROL

IF ENCOUNTERED IN AN **KAH HEGEMONY SECTOR**, PLACE AN ADDITIONAL  IN THE BAG.



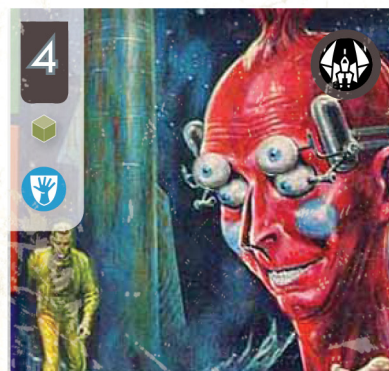
SECTOR PATROL

IF ENCOUNTERED IN AN **KAH HEGEMONY SECTOR**, PLACE AN ADDITIONAL  IN THE BAG.



TECHNOMAGUS

DRAW 3 CUBES FROM THE BAG. FOR EACH  DRAWN, ADD A +1  RESOURCE TO THIS GUARDFORCE'S EVADE STRENGTH. PLACE 1 CUBE BACK IN THE GENERAL SUPPLY IF DRAWN, AND PLACE THE OTHER CUBES BACK IN THE BAG.



TECHNOMAGUS

DRAW 3 CUBES FROM THE BAG. FOR EACH  DRAWN, ADD A +1  RESOURCE TO THIS GUARDFORCE'S EVADE STRENGTH. PLACE 1 CUBE BACK IN THE GENERAL SUPPLY IF DRAWN, AND PLACE THE OTHER CUBES BACK IN THE BAG.



SECTOR PATROL

IF ENCOUNTERED IN AN **KAH HEGEMONY SECTOR**, PLACE AN ADDITIONAL  IN THE BAG.







4

VANGUARD INFILTRATOR

IF ENCOUNTERED IN A **CITY CENTER**, PLACE AN ADDITIONAL  IN THE BAG.

3

SWARMSHIP

DRAW 3 CUBES FROM THE BAG. FOR EACH  DRAWN, MOVE 1 ABILITY POINT OF YOUR CHOICE TO A DIFFERENT ABILITY. PLACE ALL DRAWN CUBES BACK IN THE BAG AFTERWARD.

3

SWARMSHIP

DRAW 3 CUBES FROM THE BAG. FOR EACH  DRAWN, MOVE 1 ABILITY POINT OF YOUR CHOICE TO A DIFFERENT ABILITY. PLACE ALL DRAWN CUBES BACK IN THE BAG AFTERWARD.

4

VANGUARD INFILTRATOR

IF ENCOUNTERED IN A **CITY CENTER**, PLACE AN ADDITIONAL  IN THE BAG.

2

Daring Attempt To Steal The Earth
Invaders

PROTECTOR

ANY  IN YOUR HAND, DISCARDED DURING THIS ROUND'S PLANET SEARCH, ALLOW 1 EXTRA CUBE TO BE DRAWN PER .

3

INFILTRATOR

DRAW 3 CUBES FROM THE BAG. FOR EACH  DRAWN ADD A +1  TO THIS GUARDFORCE'S EVADE STRENGTH. PLACE 1  CUBE BACK IN THE GENERAL SUPPLY IF DRAWN AND PLACE THE OTHER CUBES BACK IN THE BAG.

2

HEGEMONY GUARD

DRAW 3 CUBES FROM THE BAG. FOR EACH  DRAWN ADD A +1  TO THIS GUARDFORCE'S EVADE STRENGTH. PLACE 1  CUBE BACK IN THE GENERAL SUPPLY IF DRAWN AND PLACE THE OTHER CUBES BACK IN THE BAG.

2

HEGEMONY GUARD

DRAW 3 CUBES FROM THE BAG. FOR EACH  DRAWN ADD A +1  TO THIS GUARDFORCE'S EVADE STRENGTH. PLACE 1  CUBE BACK IN THE GENERAL SUPPLY IF DRAWN AND PLACE THE OTHER CUBES BACK IN THE BAG.

3

INFILTRATOR

DRAW 3 CUBES FROM THE BAG. FOR EACH  DRAWN ADD A +1  TO THIS GUARDFORCE'S EVADE STRENGTH. PLACE 1  CUBE BACK IN THE GENERAL SUPPLY IF DRAWN AND PLACE THE OTHER CUBES BACK IN THE BAG.





3

ROSS ROCKLYNNE
MALCOLM JAMESON

JATARI

DRAW 4 CUBES FROM THE BAG BEFORE YOUR ENCOUNTER WITH THIS JATARI. IF ANY  CUBES ARE DRAWN, THE JATARI EVADE STRENGTH IS DOUBLED. PLACE ANY  AND  CUBES BACK IN THE BAG AFTER DRAWING THEM. ANY OTHER CUBES GO BACK IN THE GENERAL SUPPLY.

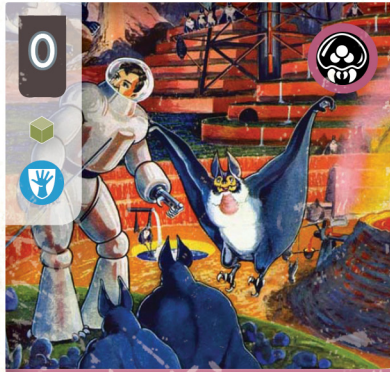



3

ROSS ROCKLYNNE
MALCOLM JAMESON

JATARI

DRAW 4 CUBES FROM THE BAG BEFORE YOUR ENCOUNTER WITH THIS JATARI. IF ANY  CUBES ARE DRAWN, THE JATARI EVADE STRENGTH IS DOUBLED. PLACE ANY  AND  CUBES BACK IN THE BAG AFTER DRAWING THEM. ANY OTHER CUBES GO BACK IN THE GENERAL SUPPLY.

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THE CORPUS OF YUN 5

FOR EACH **DIPLMACY** ABILITIES POINT YOU SPEND, DRAW A CARD OFF THIS RED HEGEMONY ALIEN'S ENCOUNTER DECK. PLACE THESE CARDS, IN ANY ORDER, BACK EITHER ON TOP OR ON THE BOTTOM OF THE RED HEGEMONY ALIEN'S DRAW DECK.




0

D'AHH'ANNN

PAY ANY 2 ABILITY POINTS OF YOUR CHOICE AND DISREGARD ANY SPECIAL ACTIONS SHOWN ON THE CURRENT LOCATION CARD UNTIL A NEW CARD IS DRAWN.




ANSIBLE COMMUNICATIONS

TAKE THIS CARD FROM THE ENCOUNTER LINE AND PLACE IT IN FRONT OF YOU. REMOVE IT FROM THE GAME AND YOU MAY DISCARD UP TO TWO CARDS OF YOUR CHOICE FROM AN ENCOUNTER LINE, AFTER DRAWING THEM. ANY PLANET ICONS ON THE DISCARDED CARDS ARE DISREGARDED.




SAFE LANDING

REMOVE A MAXIMUM OF 2  CUBES FROM THE BAG, PLACING THEM BACK IN THE GENERAL SUPPLY.




CRYO SUSPENSION

REST AND RAISE ANY ONE ABILITY 3 POINTS (ONLY TO ITS MAXIMUM) OR ANY 2 ABILITIES 1 POINT EACH.




NEBULA

TAKE THIS CARD FROM THE ENCOUNTER LINE AND PLACE IT IN FRONT OF YOU. DISCARD IT TO ENGAGE ANY ONE CHOSEN ENCOUNTER WITHOUT PENALTY. MAY NOT BE USED TO ENGAGE **SCOUT UNITS**.



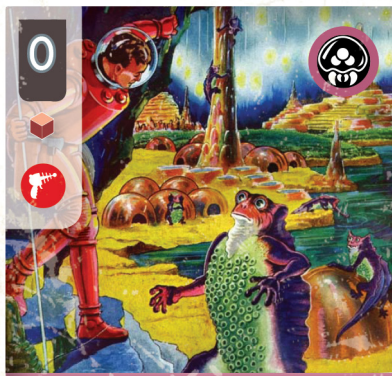

4

VANGUARD INFILTRATOR

IF ENCOUNTERED IN A **CITY CENTER**, PLACE AN ADDITIONAL  IN THE BAG.



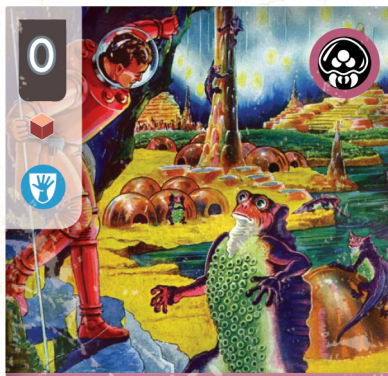




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BAIS

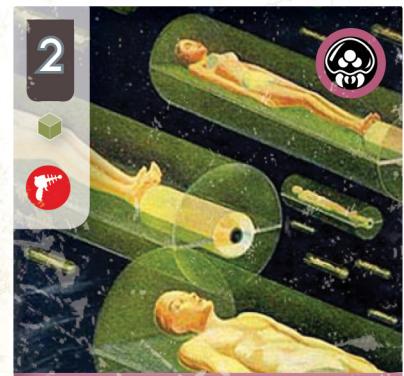
IF ONE OR MORE BAIS ARE IN THE ENCOUNTER LINE, YOU MAY RAISE ANY ABILITY OF YOUR CHOICE BY THE NUMBER OF BAIS PRESENT AT A TIME OF YOUR CHOOSING IN AN ENCOUNTER DURING THIS ROUND.



0

BAIS

IF ONE OR MORE BAIS ARE IN THE ENCOUNTER LINE, YOU MAY RAISE ANY ABILITY OF YOUR CHOICE BY THE NUMBER OF BAIS PRESENT AT A TIME OF YOUR CHOOSING IN AN ENCOUNTER DURING THIS ROUND.



2

MANNQIN

IF YOU HAVE EVADED THIS AGENT, YOU MAY DRAW 3 CUBES FROM THE BAG AND PLACE ANY ON A SUPER WEAPON TO UNDERSTAND IT, OR RETURN THE CUBES TO THE GENERAL SUPPLY, AND INCREASE AN ABILITY OF A MATCHING COLOR BY 1. IF ANY OR CUBES ARE DRAWN, THEY ARE RETURNED TO THE BAG.



2

MANNQIN

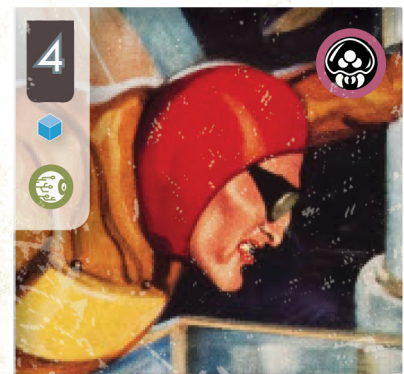
IF YOU HAVE EVADED THIS AGENT, YOU MAY DRAW 3 CUBES FROM THE BAG AND PLACE ANY ON A SUPER WEAPON TO UNDERSTAND IT, OR RETURN THE CUBES TO THE GENERAL SUPPLY, AND INCREASE AN ABILITY OF A MATCHING COLOR BY 1. IF ANY OR CUBES ARE DRAWN, THEY ARE RETURNED TO THE BAG.



4

PHALANX

PHALANX WILL SWITCH THEIR EVADE STRENGTH ICON TO WHICHEVER ABILITY YOU ARE WEAKEST IN. IF ABILITY POINTS ARE TIED, YOU MAY CHOOSE THE EVADE STRENGTH ICON.



4

PHALANX

PHALANX WILL SWITCH THEIR EVADE STRENGTH ICON TO WHICHEVER ABILITY YOU ARE WEAKEST IN. IF ABILITY POINTS ARE TIED, YOU MAY CHOOSE THE EVADE STRENGTH ICON.



4

PHALANX

PHALANX WILL SWITCH THEIR EVADE STRENGTH ICON TO WHICHEVER ABILITY YOU ARE WEAKEST IN. IF ABILITY POINTS ARE TIED, YOU MAY CHOOSE THE EVADE STRENGTH ICON.



3

JATARI

DRAW 4 CUBES FROM THE BAG BEFORE YOUR ENCOUNTER WITH THIS JATARI. IF ANY CUBES ARE DRAWN, THE JATARI EVADE STRENGTH IS DOUBLED. PLACE ANY AND CUBES BACK IN THE BAG AFTER DRAWING THEM. ANY OTHER CUBES GO BACK IN THE GENERAL SUPPLY.



3

JATARI

DRAW 4 CUBES FROM THE BAG BEFORE YOUR ENCOUNTER WITH THIS JATARI. IF ANY CUBES ARE DRAWN, THE JATARI EVADE STRENGTH IS DOUBLED. PLACE ANY AND CUBES BACK IN THE BAG AFTER DRAWING THEM. ANY OTHER CUBES GO BACK IN THE GENERAL SUPPLY.

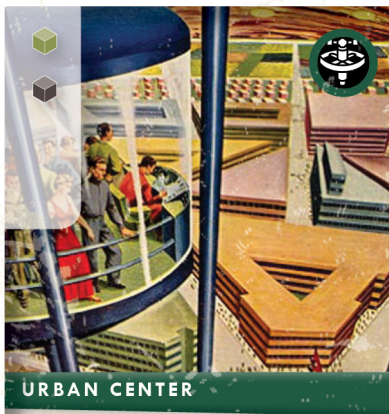






CLANDESTINE SCIENCE LAB

- ALL ENCOUNTER LINES GAIN ONE PLANET ICON.
- ALL ENCOUNTER LINES GAIN ONE PLANET ICON.
- ALL ENCOUNTER LINES GAIN ONE PLANET ICON.



URBAN CENTER

- ALL ENCOUNTER LINES LOSE ONE PLANET ICON.
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- ALL ENCOUNTER LINES LOSE ONE PLANET ICON.



TERRAFORMED MOON

- VANGUARD** ADD +1 ICON TO THEIR EVADE STRENGTH.
- INFILTRATORS** ADD +1 ICON TO THEIR EVADE STRENGTH.
- HEGEMONY GUARD** ADD +1 ICON TO THEIR EVADE STRENGTH.



SPACEPORT

- IF YOU SUCCESSFULLY LOCATE A SUPER WEAPON, DRAW 1 CUBE FROM THE BAG AND PLACE IT BACK IN THE GENERAL SUPPLY. ANY GO BACK IN THE BAG.
- EACH **PHALANX** ADDS +1 ICON TO ALL GUARDFORCE EVADE STRENGTHS.
- PHALANX PLANET ICONS ARE NOT COUNTED DURING A PLANET SEARCH.



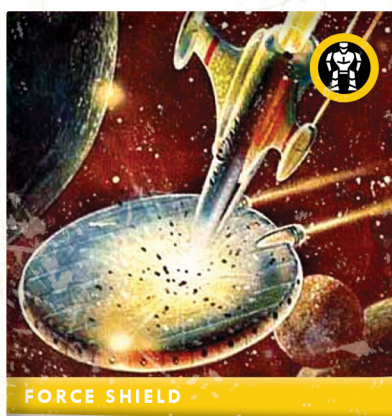
DISPUTED ZONE

- SPEND 1 ABILITY POINT AND REMOVE ANY ENCOUNTER CARD ADJACENT TO ANY **SAIS** IN THE ENCOUNTER LINE. ANY PLANET ICON IS STILL COUNTED.
- THE DISPUTED ZONE HAS NO EFFECT IN THE **ARVON** SECTOR.
- IF YOU ARE TRAVELLING IN THE **QUIETUS** SECTOR, DRAW 1 EXTRA CUBE DURING A PLANET SEARCH.



ORBITING STATION

- TECHNOMAGI** ADD +1 ICON TO THEIR EVADE STRENGTH.
- SWARMSHIPS** ADD +1 ICON TO THEIR EVADE STRENGTH.
- PROTECTORS** ADD +1 ICON TO THEIR EVADE STRENGTH.



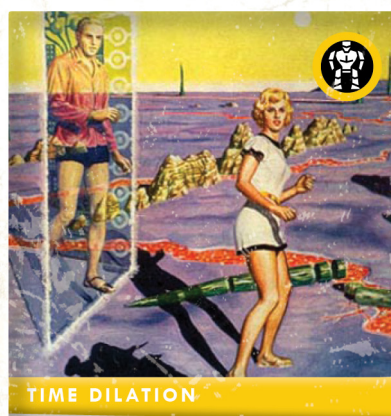
FORCE SHIELD

UNDERSTAND THIS SUPER WEAPON WITH TWO COMBAT CUBES AND REORDER ANY CARDS DRAWN TO THE ENCOUNTER LINE ONCE AT THE BEGINNING OF AN ENCOUNTER PHASE AS YOU CHOOSE.



TELEPATHIC COMMUNICATION

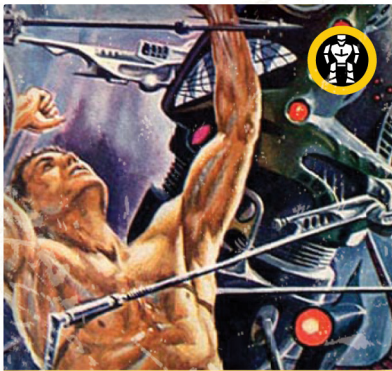
UNDERSTAND THIS SUPER WEAPON WITH TWO DIPLOMACY CUBES AND, WHEN SEARCHING A PLANET, DRAW 1 ADDITIONAL CUBE FOR EACH PLANET ICON IN THE ENCOUNTER LINE.



TIME DILATION

AT THE BEGINNING OF THE ENCOUNTER PHASE, SPEND ANY 2 ABILITY POINTS TO SHUFFLE THE DISCARD PILE AND DRAW 4 CARDS FROM IT. REPLACE ANY 1 CARD IN THE ENCOUNTER LINE WITH 1 OF THE DRAWN CARDS AND DISCARD THE REMAINING CARDS.





LOST RACE TECHNOLOGY

SPEND 2 ABILITY POINTS OF YOUR CHOICE AND DISREGARD THE SPECIAL ACTIONS OF ALL **JATARI** AND **PHALANX** DURING AN ENCOUNTER PHASE.



ENHANCED SENSORY NET

FOR EACH ABILITY POINT YOU SPEND, UP TO A MAXIMUM OF 3, YOU MAY DRAW 1 ADDITIONAL CUBE DURING A PLANET SEARCH, EVEN IF THE ENCOUNTER LINE HAS NO PLANET ICONS.



PERSONAL SHIELD

UNDERSTAND THIS SUPER WEAPON WITH TWO  SCIENCE CUBES AND SPEND ONLY 1 ABILITY POINT TO ACT AS A WILD ABILITY FOR ANOTHER ABILITY POINT, INSTEAD OF 2.

PLAYER BOARD

	DIPLOMACY									
	10					5				
	20					15				
	SCIENCE									
	10					5				
	20					15				
	COMBAT									
	10					5				
	20					15				

